


ISCG6420 Final Project – Part 2

Storyboards

			
Description	<div>1. A yellow bug appears and grows from 6px to 20px in radius.</div> <div>2. The bug changes colour to red.</div> <div>3. The bug waits at the bottom.</div> <div>4. The bug starts moving toward the top of the screen.</div>	Elements	Canvas (circle drawn to 2d context)
Duration	<div>1. 5 seconds.</div> <div>2. 3 seconds.</div> <div>3. 4 seconds.</div> <div>4. 6 seconds.</div>	Elements animation	<div>1. The bug’s radius increases.</div> <div>2. The bug fades from yellow to red using a gradient.</div> <div>3. The bug waits at the bottom.</div> <div>4. The bug sways left to right and floats up to the top of the screen.</div>



Description	The player presses spacebar to swing the net. When a bug collides with the net, it gets caught and disappears. One point is gained whenever a bug is caught.	Elements	Canvas (circle drawn to 2d context)
Duration	1-2 seconds.	Elements animation	The bug's radius shrinks to 0 and disappears.



Description	When a bug collides with the player, the bug bites the player and flies away. One point is deducted whenever the player gets bitten.	Elements	Canvas (circle drawn to 2d context)
Duration	2-3 seconds.	Elements animation	The bug snaps to the player's position when it collides with the player's hitbox, then its speed increases and it flies away.

Test Cases

Case #	Description	Test Data	Expected Result	Actual Result	Pass/Fail
1.	Bugs are being created and updated properly.	The user clicks play button.	The game starts. Bugs start to appear at the bottom of the screen. The bugs grow, change colour to red, and then start flying up.	As expected	Pass
2.	The player can swing the net.	The player presses the spacebar while playing.	The character's sprite appears to swing the net, and a swish sound is played.	As expected	Pass
3.	Bugs can be caught by the player's net.	The player swings the net which then collides with a bug in front of the player.	A sound is played indicating that the bug was caught. The bug shrinks and disappears. The score increases by one.	As expected	Pass
4.	The player can be bitten by bugs.	A bug collides with the player's body.	A hit sound is played. The character changes to a hurt state and is temporarily unable to move. The bug's speed increases, and it flies away. The score decreases by one.	As expected	Pass
5.	The game ends when the time is up.	The timer reaches zero.	The game ends, displaying the text "Time's up" and the player's final score.	As expected	Pass